

HEAVY RAIN™



quanticdream

SONY



COMPUTER
ENTERTAINMENT®

PRECAUTIONS

• This disc contains software for the PlayStation®3 system. Never use this disc on any other system, as it could damage it. • This disc conforms to PlayStation®3 specifications for the PAL market only. It cannot be used on other specification versions of PlayStation®3. • Read the PlayStation®3 system Instruction Manual carefully to ensure correct usage. • When inserting this disc in the PlayStation®3 system always place it with the required playback side facing down. • When handling the disc, do not touch the surface. Hold it by the edge. • Keep the disc clean and free of scratches. Should the surface become dirty, wipe it gently with a soft dry cloth. • Do not leave the disc near heat sources or in direct sunlight or excessive moisture. • Do not use an irregularly shaped disc, a cracked or warped disc, or one that has been repaired with adhesives, as it could lead to malfunction.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

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PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. For further information visit www.pegi.info.

Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



The second part of the rating may consist of one or more descriptors indicating the type of content in the game. Depending on the game, there may be a number of such descriptors. The age rating of the game reflects the intensity of this content. The descriptors are:



The third part is a label indicating the game can be played online. This label may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit
www.pegionline.eu



See back page of this manual for Customer Service Numbers.

SYSTEM SOFTWARE UPDATES



For details about how to perform System Software updates for the PlayStation®3 system, visit eu.playstation.com or refer to the PS3™ system's Quick Reference document.

PARENTAL CONTROL

This product has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PlayStation®3 system to restrict the playback of a product with a Parental Control Level that is higher than the level set on the PS3™ system. For more information, please refer to the PS3™ system Instruction Manual.

This product is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the product package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18
7	16
5	12
3	7
2	3

In rare cases, the Parental Control Level of this product may be higher than the age rating which applies in your country, because of differences in the age rating systems in the various countries in which this product is sold. You may need to reset the Parental Control Level on your PS3™ system to enable play.

GRIEF REPORTING

If you experience any unacceptable, inappropriate or unlawful behaviour while playing online, please contact us at <http://ps3reporting.com>

BCES-00458

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THE KILLER QUESTION

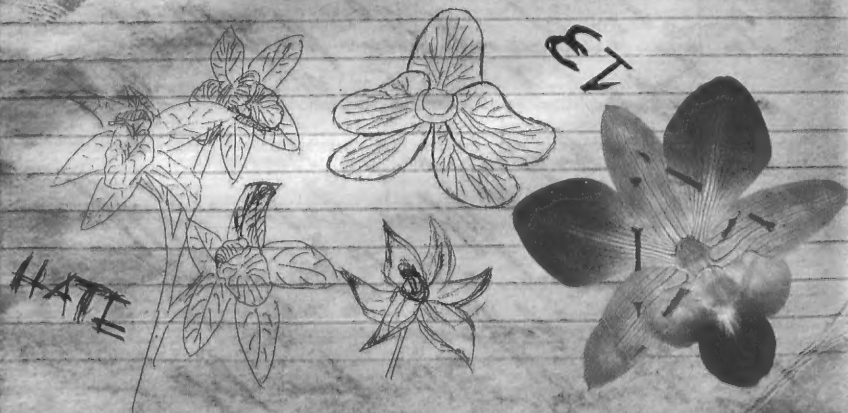
In a city on the east coast of the USA, sons are mysteriously going missing, only to be found several days later, drowned in rain water, with an origami figure in one of their lifeless hands. The public is gripped by fear and paranoia. The authorities seem no closer to a credible suspect.

But it's OK. Your family are all safely tucked up at home.

But what if they weren't?



What would you do?

How far would you be prepared to go to save someone you love?









SETTING UP

Set up the PlayStation³ system according to the instructions in its instruction manual. At start-up, the power indicator light will glow red to indicate that the PlayStation³ system is in Standby Mode. Press the power button and the power indicator light will turn green.

Insert the Heavy Rain™ disc into the disc slot with the label side facing upwards. Select the  icon from the XMB™ Menu and press the  button to continue. Make sure there is enough free space on the Hard Disk Drive (HDD) before commencing play. Do not insert or remove peripherals once the power is turned on. Please refer to the PlayStation³ system's instruction manual for further details about setting up and recharging a Wireless Controller.

The information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product.

USING MENU SCREENS

Press the , ,  or  directional buttons to highlight an option, then press the  button to confirm. To return to the previous menu screen, press the  button.

DIRECTIONAL BUTTONS - MOVEMENT

In this manual, \uparrow , \downarrow , \leftarrow , \rightarrow etc. are used to denote the direction of the directional buttons and the left stick unless stated otherwise.

CONTROLS

L1 button	Switch camera
L2 button	See character's thoughts
<small>START</small> ▷ button	Pause
R1 button	Use ARI (Added Reality Interface) as Jayden when applicable
R2 button	Walk
left stick	Move head/character
right stick	Interact
<small>SELECT</small> □ button	Interface help

The vibration function of the DUALSHOCK 3 Wireless Controller can aggravate injuries. Do not use the vibration function if you have any ailment or injury to the bones, joints or muscles of your hands or arms. If you have an ailment or an injury, do not play software titles that contain the vibration function using the DUALSHOCK 3 Wireless Controller unless you have set the vibration function to Off.

Press the \times button, \circ button, \square button or \triangle button on the Wireless Controller as indicated on-screen to complete context sensitive actions. Some context sensitive actions require the use of motion sensitive controls - physically moving the Wireless Controller in certain directions, for example up and down or from side to side. Follow the on-screen prompts to use motion sensitive controls when necessary.

Further information on context sensitive actions can be found elsewhere in this manual.


THE GAME SCREEN



GETTING STARTED

Your first task is to familiarise yourself with the controls by carrying out some simple chores. Follow the on-screen prompts to enjoy a leisurely morning at home as Ethan Mars completes some work and prepares for his young son Jason's birthday party.

As the tutorial prologue sequence is completed and the story begins to gather pace, in the blink of an eye, Ethan's life will be changed forever and the opening credits sequence will roll.

Note: Press the  button during the prologue sequence to pause the game and open the Pause Menu. Choose Back to Main Menu if you want to access the Main Menu during the prologue.

PLAYING HEAVY RAIN™

In Heavy Rain™ you have complete control of proceedings - your decisions genuinely affect the outcome of the storyline, which can take a multitude of directions.

Will the Origami Killer be caught? Will the latest victim be saved? The answers to these and many more questions depend entirely on your choices and reactions as events unfold.

MOVING AROUND

Press and hold the **R2** button to walk. Use the left stick to move the character's head and 'steer' them as they move around the environment.


DIALOGUE

When your character approaches certain people, potential dialogue topics will be displayed on-screen. Press the button that corresponds to a particular dialogue topic and your character will begin to talk. Follow the same process to choose an answer when someone asks a question.

THOUGHTS

Press and hold the **L2** button to see any of the character's thoughts currently available. Press the button that corresponds to a particular topic to hear what the character thinks about it. As they analyse their situation, their feelings and memories could help you form your own decisions.

ACTIONS

Many actions are context sensitive and need to be performed precisely, at particular points during the game. Specific movements often mimic the movement your character will need to make on-screen - to open a window, you might need to push the right stick  to shake a carton of juice you may need to move the wireless Controller vigorously up and down.

Common types of actions include:



Perform the indicated movement with the right stick



Delicately perform the indicated movement with the right stick



Move the Wireless Controller quickly in the indicated direction



Press the indicated button until it disappears



Press and hold the indicated buttons simultaneously in sequence until they disappear



Press the indicated button as soon as it appears

HINT: If you feel like you are struggling to complete context sensitive actions, press the START button to pause the game and adjust the Difficulty Setting.

INTERACTING WITH OBJECTS

At any one time, your character will be able to interact with many objects around them; some may seem inconsequential, but others may hold the key to important discoveries. Approach and interact with objects as you see fit - if you think that turning on the lights is important, go and flick the switch; if you don't want to, you don't have to. When a character is within reach of an object they can interact with, an icon will be displayed on-screen.


SPLIT SCREEN INCIDENTS

On occasion, the screen may become split into two or more windows, allowing you to keep control of your character, while also seeing what is happening in another location or viewing the action from an alternative perspective.

MAIN MENU

- New Story Start the Heavy Rain™ story from the beginning.
- Continue Select a previously saved Heavy Rain™ file to return to that point in the story.
- Chapters View the story chapters completed so far and return to particular points in the story to play through them again, creating an alternative save file if desired.
- Options View and adjust various settings.
- Extra View unlocked bonus features and any Trophies you've collected, plus access PlayStation®Store to check for new Heavy Rain™ content.


PAUSE MENU

Press the  button during the game to access the Pause Menu, then adjust options including Language, Difficulty Setting, Controls, Sound and Gamma Tuning.

ARI A REALITY?

You've seen them in the movies, but top snoopers at rumourtech.com have got their hands on compelling evidence that ARI (Added Reality Interface) systems are actually already out there and in use by the FBI.

In a leaked document - which seems to be instructions for an ARI system comprised of a pair of state-of-the-art glasses and a glove - usage of the technology enables instant crime scene analysis and clue examination through video memo recording, retinal scanning and DNA breakdowns.

According to the instructions, 'the user puts on the glasses and glove when the action icon is displayed', then is able to scan for clues in their immediate vicinity by 'pressing the  button'. Anything of interest will be highlighted, facilitating closer investigation.

Other functions of the ARI system are rumoured to include the 'Virtual Office', a location - tailored to the user's own preferences - where detailed information can be stored, checked and cross-referenced at the wave of a hand.

For Help & Support please visit: **playstation.com** or refer to the telephone list below.

Australia 1300 365 911
Calls charged at local rate

Österreich 0820 44 45 40
0,116 Euro/Minute

Belgique/België/Belgien 011 516 406
Tarif appel local/Lokale kosten

Česká republika 222 864 111
Po – Pa 9:00 – 17:00 Sony Czech. Tarifováno dle platných telefonních sazeb.
Pro další informace a případnou další pomoc kontaktujte prosím
www.playstation.sony.cz nebo volejte telefonní číslo +420 222 864 111

283 871 637
Po – Pa 10:00 – 18:00 Help Line
Tarifováno dle platných telefonních sazeb

Danmark 70 12 70 13
support@dk.playstation.com Man-fredag 18-21; Lør-søndag 18-21

Suomi 0600 411 911
0.79 Euro/min + pvm fi-hotline@nordiskfilin.com
maanantai – perjantai 15-21

France 0820 31 32 33
prix d'un appel local – ouvert du lundi au samedi

Deutschland 01805 766 977
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minuto Telefoni cellulari secondo il piano tariffario prescelto

Malta 23 436300
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Interlokale kosten

New Zealand 09 415 2447
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0900 97669

Before you call this number, please seek the permission of the person
responsible for paying the bill. Call cost \$1.50 (+ GST) per minute

Norge 81 55 09 70
0.55 NOK i startavgift og deretter 0.39 NOK pr. Minutt
support@no.playstation.com Man-fredag 15-21; Lør-søndag 12-15

Portugal 707 23 23 10
Serviço de Atendimento ao Consumidor/Serviço Técnico

España 902 102 102
Tarifa nacional

Россия +7 (499) 238 36 32

Sverige 08 587 822 25
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- Chat to friends and family and surf the web on your own TV
- Get info on the latest games, movies and accessories with regular newsletters

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